PlayStation®

NTSC U/C

PlayStation®

TEEN

CONTENT RATED BY ESRB

SLUS-00681/00771

RIVAL SCHOOLS™

CAPCOM

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Introduction

Rival Schools is the new home version of the arcade game originally introduced in December 1997. The PlayStation version of *Rival Schools* combines all of the best elements of action-packed, 3D arcade gameplay with a complete list of brand new features, making *Rival Schools* the hottest ticket in 3D tag-team action available for your PlayStation game console today. *Rival Schools* includes two discs: Disc 1 is the Arcade disc, containing the true arcade version of *Rival Schools*; Disc 2 is the Evolution disc, containing an enhanced version of the game with alternate modes of gameplay.

Storyline

Recently, mysterious and unexplainable incidents have taken place that have rocked the country. In high schools all over, students have been mysteriously disappearing with no clue as to their whereabouts. Furthermore, it appeared that these unspeakable acts were occurring in direct defiance of the school system. These disappearances were taking place in many different locations simultaneously, and many thought that they were being staged by an organized crime ring.

It was also rumored throughout the world that these acts were being plotted by either school officials or agents of a rogue foreign government

All government agencies cooperated with each other in the investigation to stop these mysterious events. Despite their good intentions, all of the blame fell onto school officials and nothing was ever resolved.

Parents and police could do nothing and the country was paralyzed with fear! A group of students decided to take matters into their own hands: "We will protect our schools," they cried. Yet the uneasiness still remains. Will the students get to the bottom of these strange occurrences and bring true justice? The great fight begins.

Memory Card

An optional PlayStation Memory card is needed to save your game. Each saved game requires one free block of memory. See page 9 for saving and loading game data.

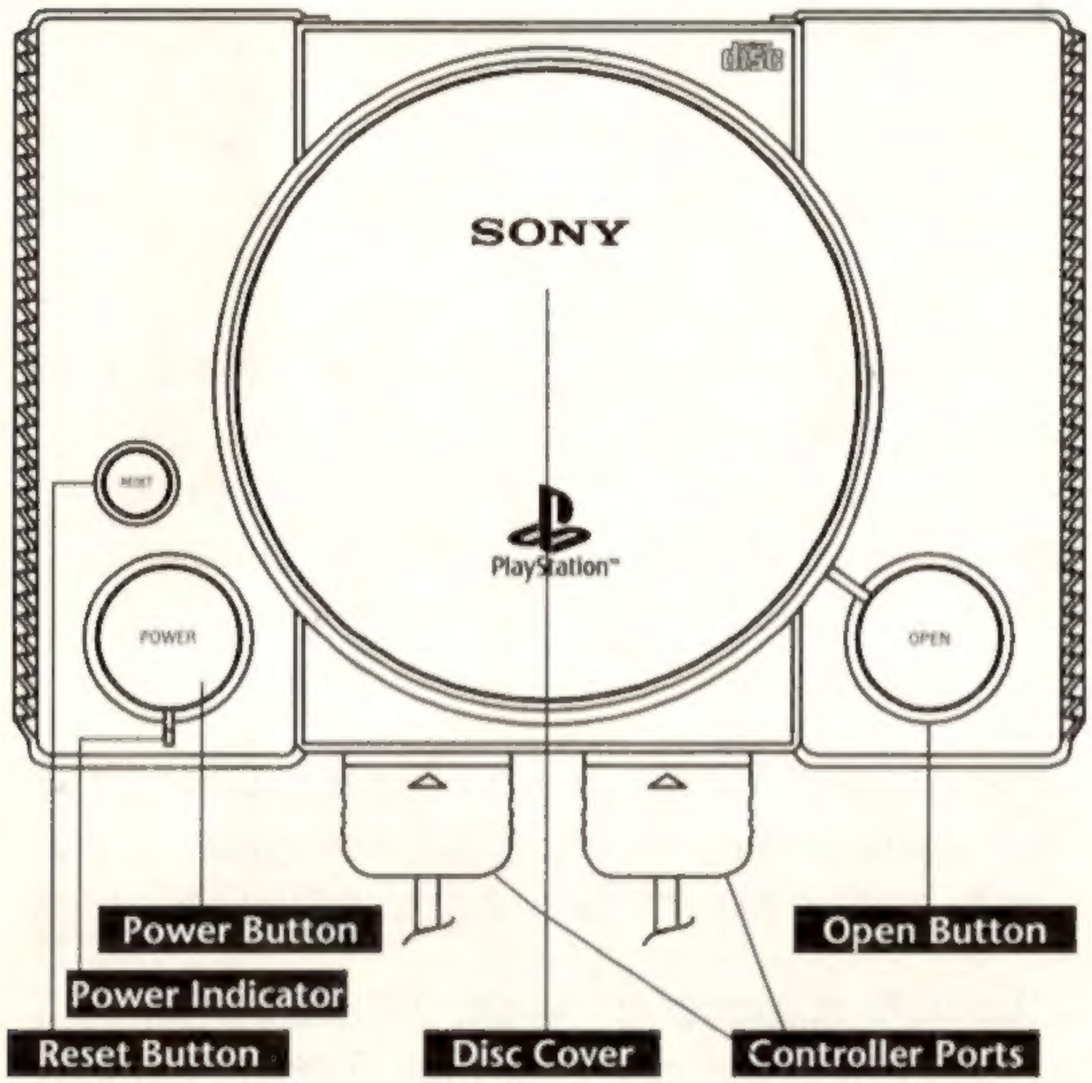
Basic Controls

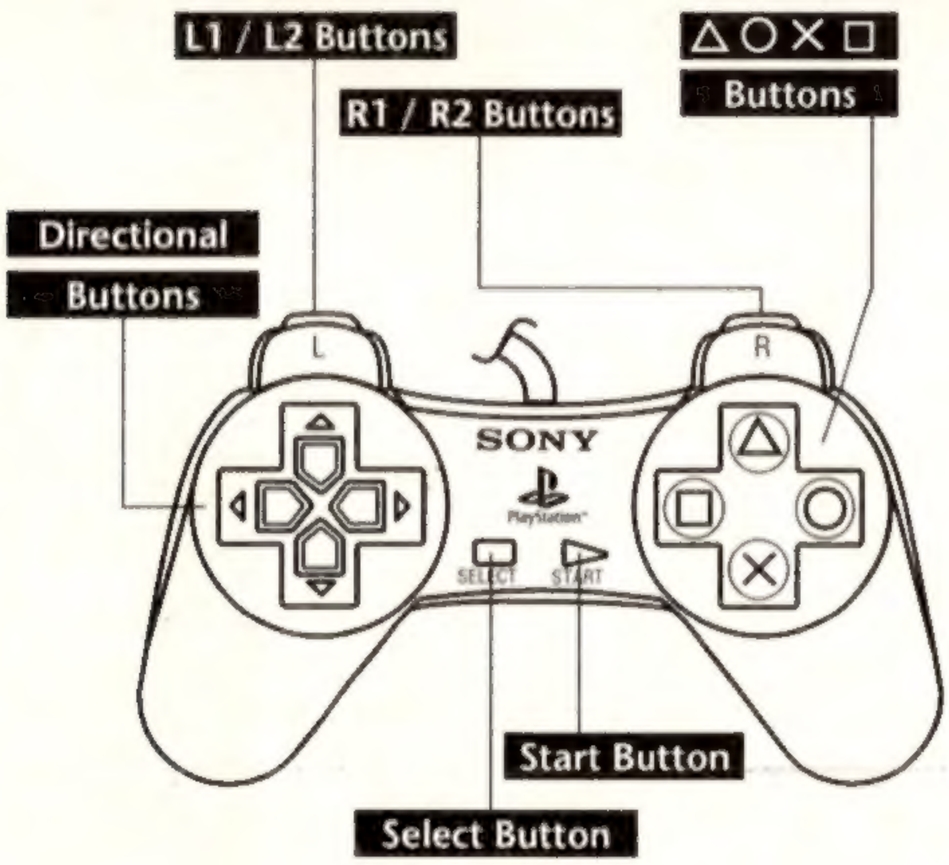
Start Button

Pause – Pauses and unpauses the game.

Join-in – Press with controller 2 to allow a second player to join in.

> **Note on Using Multi-Tap:** When you connect your controllers to "Multi-Tap," make sure to connect controller 1 into port A, and the rest into ports B, C or D.





Directional Button

Game Mode Select – Select a game mode from the Mode Menu screen and change settings in the Option screen.

Player Select – Select a player from the Player Selection screen.

Character Moves – Move character right and left, jump, crouch, dash, guard, and so on.

Special Moves – Use special moves with a combination of the **Directional buttons** and the punch or kick buttons.

L1 button – Burning Vigor Attack 1 (see page 11).
L2 button – Burning Vigor Attack 2 (see page 11).
R1 button – Dodge (see page 10).
R2 button – Throw (see page 10).

Notes:

- You can change the default settings in Key Configuration in the Option screen (see page 8).
- In the default controls, the **L1 button** is Burning Vigor Attack 1, and the **L2 button** is Burning Vigor Attack 2. To use Burning Vigor Attacks 3 and 4, change the settings in Key Configuration.
- Reset the game from the controller by pressing the **Start** and **Select buttons** simultaneously and holding for 3 seconds.

Game Modes

Game Discs

Arcade Disc – The Arcade disc contains the true arcade version of *Rival Schools*.

Evolution Disc – The Evolution disc contains an adjusted version of *Rival Schools* for optimum game balance. With this disc, besides the 20 Arcade characters, you can select from up to 24 different special characters.

Player Options

One Player Mode - Play against the CPU with unlimited Continues. If you beat the final enemy, you will be able to see an ending. A second player can join in your game by pressing the **Start button** of the 2P controller.

Multiplayer Mode - With one controller connected to your PlayStation game console, you can only fight against the CPU. By connecting from two to eight controllers (using one or two Multi-Taps), up to eight players can join in the same *Rival Schools* game by choosing one of the multiplayer mode options.

Game Rules

Match Play – The first player to win 2 out of 3 rounds is the winner. (You can change the number of rounds in the Option screen.)

Winning and Losing – Each round has a time limit of 99 seconds. During that time, the first fighter to drop the opponent's vitality to zero wins the round. If time runs out and both fighters still have some vitality remaining, the one who has more vitality wins the round.

Draw Game – When time runs out, a draw game will occur if both players' vitality runs out simultaneously or both players have equal vitality remaining.

Character Change – You choose a character and a partner before each match. You can switch which character you're using before each round of the match.

Screen Display

Character – Picture and name of the character you are using.

School Logo – Your character's school logo.

Vitality Gauge – Your character's vitality status.

Score – Your current score.

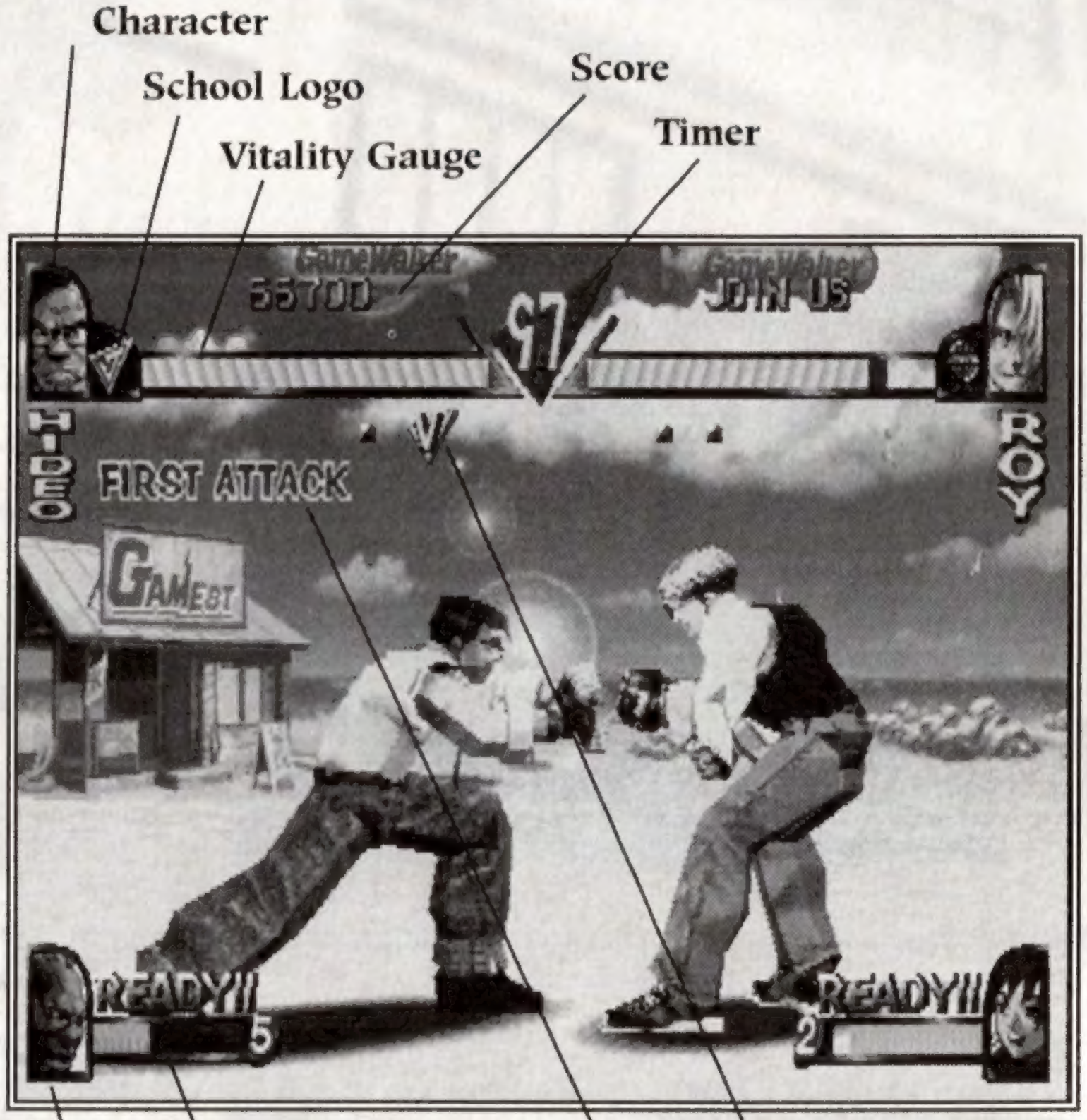
Timer – Time left in the round.

Burning Vigor Gauge – The gauge will build up as you attack an opponent or guard the opponent's attack. When the gauge reaches a certain level, you can perform the Burning Vigor Attack (see page 11). While the READY! sign appears, you can perform the Team Up Technique.

Partner – This character joins the battle when you perform the Team Up Technique.

Win Mark – Shows how many rounds you have won. The mark varies according to how you win a round.

Bonus Message – Various messages appear during a round.



Starting the Game

Press the **Start button** at the Title screen to display the Game Mode screen. Use the **Directional buttons** to select the mode you want to play and press the **× button**.

Note: The Game Mode screen is different for each game disc.

Game Mode Options

1P Game – Play against the computer with unlimited Continues. Defeat the final enemy to see the ending.

Versus Battle (2 Player battle mode only) – After selecting your characters, determine their handicaps (the more stars, the more power). Then select a stage. At the end of the match, the Character Select screen will reappear along with match statistics.

Training (Arcade disc only) – Practice basic controls and special moves. Select your character and your opponent's character. Press the **Start button** to display a menu allowing you to change the settings.

Group Battle (Evolution disc only; 2 Player only) – Fight against your opponent in groups. First, select the number of characters for each group, and then select characters. When the first character is fighting, the second character will become the partner character. The first to beat all characters of the opponent's team wins.

League Battle (Evolution disc only) – Play against other teams in a round robin. First decide how many teams will participate and then select characters. After all the teams fight, team with the most victories is declared the winner.

Tournament Battle (Evolution disc only) – Play against other teams in a tournament. Use the **Directional buttons** to select your main character and partner character. To have the CPU participate as your opponent, select CPU in the Character Select screen.

Cooperate Battle (Evolution disc only) – Up to four players using Multi-Tap can participate in Cooperate battles. In addition to the basic rules, the partner character controls the Team Up Technique. When the main character is swapped for the partner character, the player controls are also swapped.

- **Rule** – This is a tag match mode where up to four players can play simultaneously. The main character and partner character are controlled by different players.
- **Main Character Control** – The main character's control is the same as the normal control, except that the main character cannot perform the Team Up Technique.
- **Partner Character Control** – The partner character starts the Team Up Technique by pressing the Punch and Kick buttons of the same strength simultaneously.

Lesson Mode (Evolution disc only) – Select the subject you want to practice. Hayato will explain the subject, and the screen will display the following:

Task Message (you need to perform the moves displayed here).

Name of the subject.

Number of correct answers.

Time you have to perform the task.

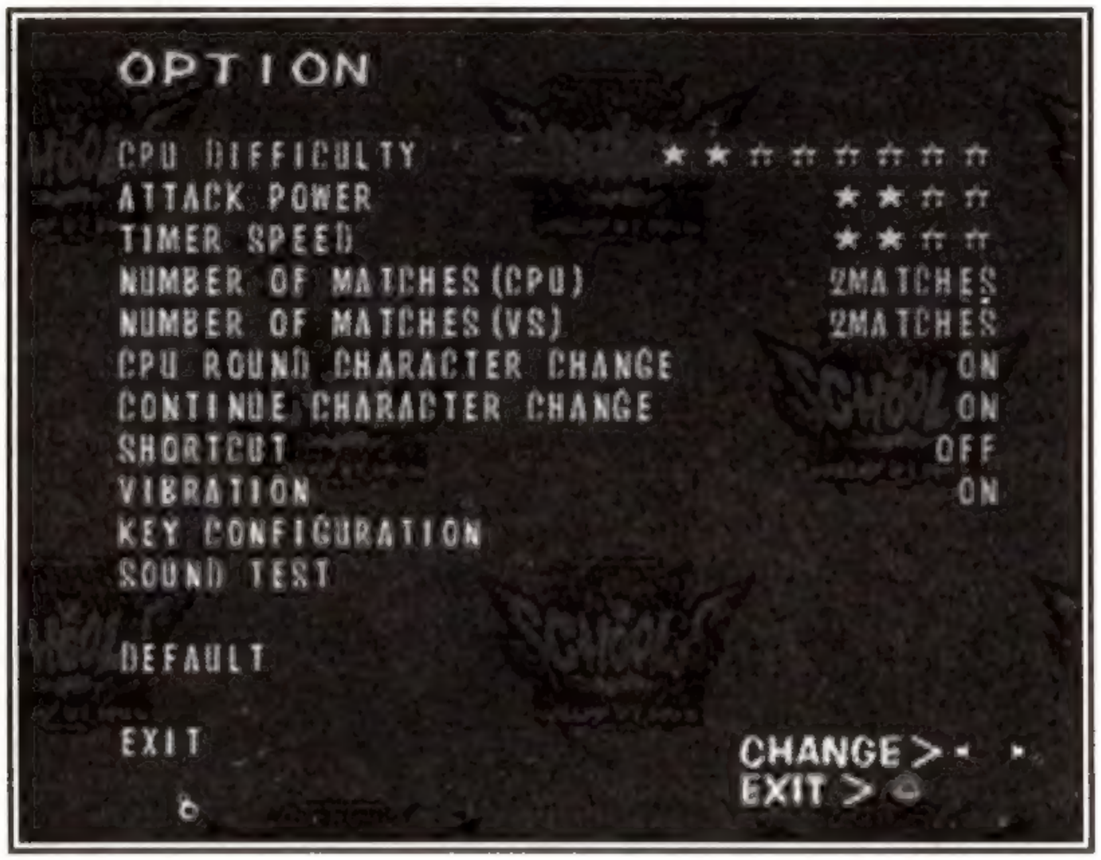
- **Rule** – You must complete the task correctly in the allotted time.
- **How to Get High Marks** – Perform the moves quickly and accurately.
- **Grading** – Each subject will be marked in three categories: energy, accuracy and speed. A perfect score is 300, and evaluations ranging from S (perfect) to A (excellent) to E (fail) will be displayed.
- **Demerits** – If you fail to perform the moves correctly, points will be deducted. Taking too much time to perform the move will also cause point deductions.

Selecting Characters

On the Character Select screen, use the **Directional buttons** to highlight the character you want, and press the **× button**. After selecting your main character, choose a partner character.

In One Player Mode (Evolution Disc only), when you select EXTRA CHARACTER on the Character Select screen, you can then choose from up to 24 different pre-edited special characters.
These characters are made available one at a time by finishing the game with each character.

Options



Choose Option Mode to adjust the game settings, including difficulty, rules of the match and controller settings.

Select an item by pressing the **Directional buttons up/down**, and adjust the setting by pressing the **Directional buttons left/right**. Press the **Start button** to end, or select EXIT and press the × **button**. Press the ▲ **button** to cancel.

> **Note:** Selecting DEFAULT on the Option menu or any of its submenus restores the default settings on the current menu.

Game System Change
(Evolution disc only)

Adjust the basic systems of the game.

- **Defensive Fall** – Adjust the setting for defensive falls.
- **Burning Vigor Gauge** – Determine the number of Burning Vigor Gauges you will have at the beginning of the match. If you select NORMAL, you will have three gauges.
- **Guard** – Select either AUTO or MANUAL guard.
- **Back Dash** – Determine the presence of Back Dash.
- **Back Jump** – Determine the presence and the distance of Back Jump.

Vibration

Toggle vibration ON/OFF (Dual Shock analog Controller only).

Key Configuration

Change the button settings.

Record/Saving Data

Use the Record screen to save or load game settings and game data. Select an item by pressing the **Directional buttons up/down** and adjust the settings with by pressing the **Directional buttons left/right**. Press the **Start button** to end, or select EXIT and press the **× button**. Press the **▲ button** to cancel.

For both the Arcade and Evolution discs, all records of games played are recorded in one save data slot.

If you turn AutoSave ON, game data will be automatically saved at the following points:

- When exiting the Option screen.
- When ending a 1 Player game and returning to the Mode Select screen.

Warning: If you turn off the PlayStation game console, press the Reset button or remove the Memory card while saving or loading, the game data could be destroyed.

Extra Features

When you complete various game modes, the Extra features will gradually be added. The Arcade and Evolution games discs contain different Extra features, so be sure to play them both.

Controls
(for Players Facing Right)

Guard

- **Manual** – Guard your opponent's attack by pressing the left **Directional button**.
- **Auto** – In the Evolution disc, you can also guard your opponent's attack by pressing no **Directional button**.
- Crouch-guard by pressing the **Directional button diagonal down**.

Jump

- Jump by pressing the **Directional button** up.
- Jump diagonally by pressing the **Directional buttons diagonal up** (left or right).
- For a high jump, press the **Directional button down** and then **up** quickly.

Dash

- Dash by pressing the **Directional buttons right** or **left** twice quickly.

Punch

- ■ **button** – Light punch.
- ▲ **button** – Heavy punch.

Kick

- × **button** – Light kick.
- ● **button** – Heavy kick.

Throw

- Press the **R2 button** or press the ■ and ▲ **buttons** simultaneously while near an opponent to throw him.
- When your opponent is crouching, press the **Directional button** down while pressing the **R2 button** or the ■ and ▲ **buttons**.

Dodge

- Press the **R1 button** or press the × and ● **buttons** simultaneously to dodge backward.
- Press the **Directional button down** while pressing the **R1 button** or the × and ● **buttons** to dodge forward.

Note: If you are skillful in dodging an attack, you can get the opponent's back. A big chance to attack!

Get Up

While falling down, press the **Directional button**:

- **Up** – Get up on the spot.
- **Down** – Roll to the side and get up.
- **Right** – Roll forward and get up.
- **Left** – Roll back and get up.

Get Up Attack

While getting up, press any punch or kick button.

Technique

Textbook Combo

Perform a chain of attacks by pressing the punch (P) and kick (K) buttons in sequence. Use both light (L) and heavy (H) attacks:

LP or LK –> LP or LK –> HP or HK –> any Directional button + HP or HK.

Tardy Counter

Counterattack an opponent by pressing special move combos while guarding the opponent's attack. Special move combos are different for each character. (See pages 14-23.)

Defensive Fall

When launched into the air, press the **R1** or **R2 button** (or any two buttons) to land on your feet.

Rival Launcher

Press the **Directional button right/down + HP** or HK to launch your opponent into the air. Jump to pursue him, then continue the combo with your attacks. Combine it with the Textbook Combo for even greater damage!

Burning Vigor Attack

Storing up Burning Vigor gauges will allow you to use these awesome attacks. See pages 14-23 for the Burning Vigor Attack combos for each character.

Easy Command: You can perform a Burning Vigor Combo by pressing a single button. (Change the button settings in the Key Configuration screen from the Option menu.)

Team Up Technique

When two or more gauges are stored and the READY! signal is displayed, you can perform the Team Up Technique by pressing LP + LK or HP + HK (punch and kick buttons of the same strength) simultaneously.

Note: The attacker can increase and the defender can decrease the damage by repeatedly pressing a button while performing the Team Up Technique.

Tips on Technique

Textbook Combo – The Basics

Press the next button while your character's previous attack is in motion and has yet to connect with the opponent. Restrain your opponent with it.

Tardy Counter – It's All in the Timing

Your opponent can easily beat your Tardy Counter attack unless you perform it at the right time. As soon as you succeed, aim a Rival Launcher or Burning Vigor Attack to guard the opponent's attack while he is wide open.

Burning Vigor Attack – Timing Is Everything

During a Burning Vigor Attack, your character is invincible, but only for a short time. It is hard to hit your opponent if you just perform this attack normally. Combine it with Textbook Combo or Tardy Counter for greater success.

Team Up Technique – Timing Is Most Important

Take advantage of the long invincible time. Basically, use this as a counterattack when your opponent performs a Tardy Counter, Team Up Technique, Get Up or Dash attack. It is hard to hit your opponent if you just perform this attack normally. Let your opponent attack and then fight back.

Dodging – Use Efficiently

Use dodging efficiently. You can escape from all your opponent's fireballs by dodging. You lose vitality if you just guard them. If you succeed in dodging while near your opponent and get behind him, knock him down with the Team Up Technique or whatever works!

Throw – Super Important

After fighting the same opponent for a while, your offense and defense become predictable. Now's the time to learn how to use Throw effectively. A throw is not affected by the invincible time of the Team Up Technique and Burning Vigor Attack. Incorporate Throw into your usual attack and your win rate will skyrocket.

Reading Opponent's Strategy Is Key

Observe your opponent's attack pattern carefully in the first round. You will have the advantage if you know when to counterattack. Conversely, you should always have several patterns of attacking so your opponent cannot read your strategy. It might also be effective to change your strategy completely at each round. At least have a few attacking patterns of two characters. When you find yourself at a disadvantage, change characters.

Character Moves

The following pages give the button combos for the character's special moves.

How to Read the Moves

- **P** – Punch button (either light or heavy).
- **K** – Kick button (either light or heavy).
- **←, →, ↑, ↓, ↖, ↗, ↙, ↘ – Directional button** presses.

  Note: These moves are for players facing right. Reverse the right/left and diagonal moves for characters facing left.

BATSU

A hot-blooded, quarrelsome Phys-Ed devotee with a burning desire to find his missing mother. Batsu is an expert street fighter.

Special Moves	
Guts Bullet	↓ ↘ → + P
Guts Upper	→ ↓ ↘ + P
Crescent Star Kick	↓ ↙ ← + K
Burning Vigor Attack	
Super Guts Bullet	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Double Guts Bullet	P + K (of the same strength)

HINATA

A high-energy martial arts expert, she allied with Batsu early on to solve the mystery of the students' disappearances. Hinata is loaded with school spirit and is good in all sports.

Special Moves	
Rengekiken	↓ ↘ → + P (repeatedly)
Shouyouken	→ ↓ ↘ + P
Enbukyaku	↓ ↙ ← + K
Burning Vigor Attack	
Fire Senpukyaku	↓ ↙ ← ↓ ↙ ← + K
Team Up Technique	
Guts & Power	P + K (of the same strength)

KYOSUKE

A mysterious, cool-headed student who cooperates with Batsu while hiding an important secret. He possesses magnificent fighting techniques, hardly ever loses his head, and makes sport of his opponents.

Special Moves	
Cross Cutter	↓ ↘ → + P
Shadow Cut Kick	↓ ↘ → + K
Lightning Upper	→ ↓ ↘ + P
Burning Vigor Attack	
Super Cross Cutter	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Last Symphony	P + K (of the same strength)

SHOMA

A short-tempered, competitive power slugger, Shoma's scrappy sense of justice causes a battle royal wherever he goes. Shoma seeks revenge on the unknown attackers who seriously injured his brother.

Special Moves	
Fast Ball	↓ ↘ → + P
Grand Slam Smash	→ ↓ ↘ + P
Homicide Slide	↓ ↘ → + K
Burning Vigor Attack	
Hundred Balls	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Grand Slam	P + K (of the same strength)

NATSU

Batsu's fighting buddy, Natsu is an excellent volleyball player with a powerful attack. She is competitive, smart and determined to find out who attacked her sports club teammates.

Special Moves	
Jumping Serve	↓ ↘ → + P
Rolling Receive	↓ ↙ ← + P
Sliding Receive	→ ↓ ↘ + P
Burning Vigor Attack	
Thousand Spikes	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Praise & Spirit	P + K (of the same strength)

ROBERTO

Usually cool, Roberto turns hot-blooded when playing soccer. A masterful goalie, he fights only for the sake of friendship and always helps someone in need.

Special Moves	
Long Shot	↓ ↘ → + K
Rising Kick	→ ↓ ↘ + K
Sliding Kick	↓ ↙ ← + K
Burning Vigor Attack	
Victory Goal	↓ ↘ → ↓ ↘ → + K
Team Up Technique	
Double Shot	P + K (of the same strength)

ROY

A self-proclaimed outsider who resists taking anything except football seriously, Roy is investigating the mystery at his high school to please his diplomat father.

Special Moves	
Dynamite Straight	↓ ↘ → + P
Twister Upper	→ ↓ ↘ + P
Touchdown Wave	↓ ↙ ← + P
Burning Vigor Attack	
Triple Twister	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Double Rising Tornado	P + K (of the same strength)

TIFFANY

Before the trouble in her school, the most important things in Tiffany's life were shopping and parties. Now she's turned into a cheer-leader with a deadly purpose.

Special Moves	
Beautiful Spin	→ ↓ ↘ + K
Groovy Punch	↓ ↙ ← + P
Groovy Knuckle	↓ ↘ → + P
Burning Vigor Attack	
Wonderful Kick	↓ ↘ → ↓ ↘ → + K
Team Up Technique	
Love & Peace	P + K (of the same strength)

BOMAN

A pastor-in-training, Boman tries not to lose his temper because he knows he could really hurt someone. When he does fight, there is no stopping him!

Special Moves	
Great Upper	↓ ↘ → + P
Haymaker Straight	↓ ↘ → + P (during Great Upper)
Great Rush	→ ↓ ↘ + P
Burning Vigor Attack	
Best Rush	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Double Power Buster	P + K (of the same strength)

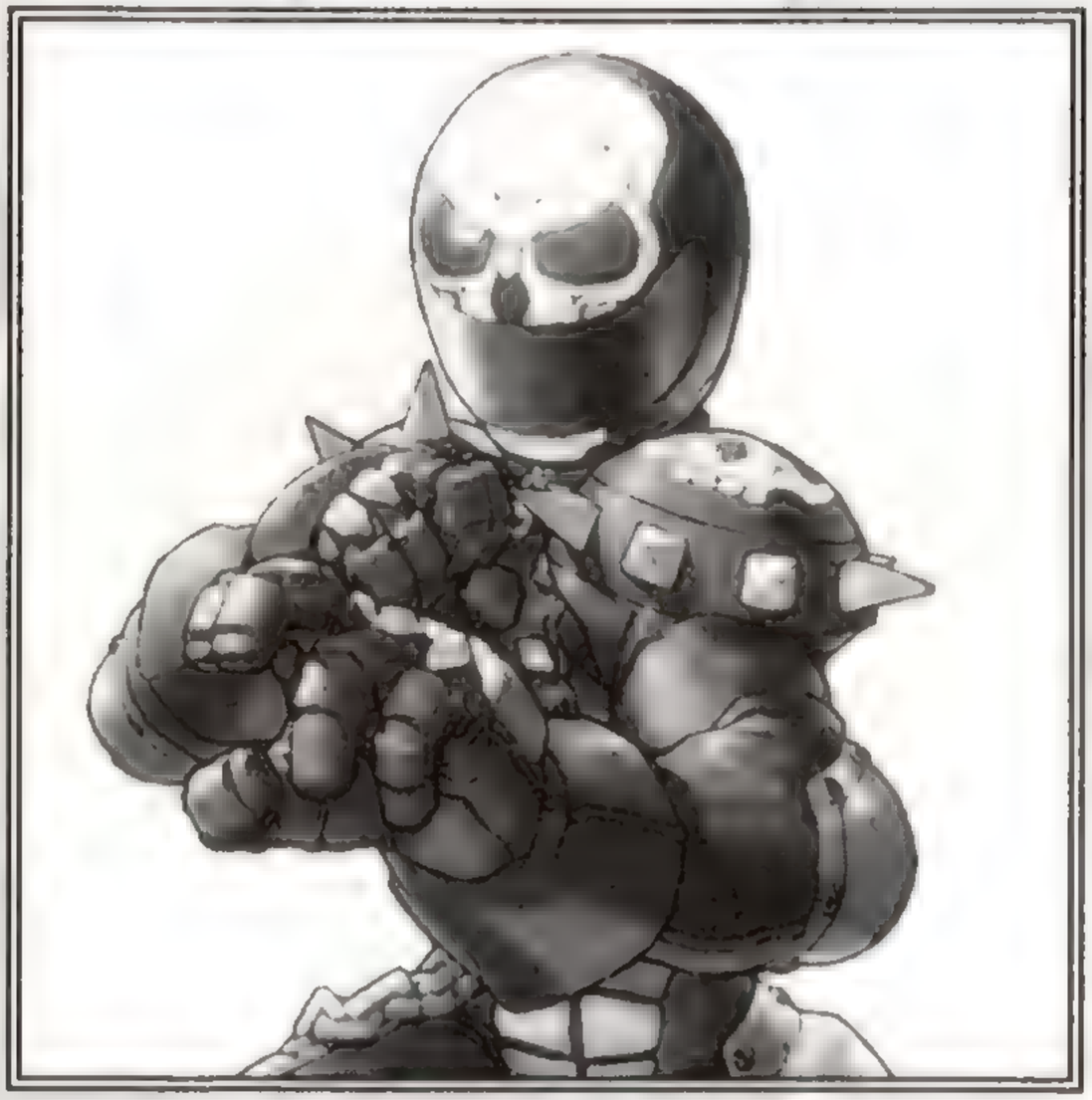
EDGE

His uncontrolled manic streak keeps Edge on the brink of total violence. He's searching the high schools to find his missing buddy Daigo. Just don't call him by his real name.

Special Moves	
Reversing Blade Strike	↓ ↘ → + P
Destructive Kick	↓ ↙ ← + K
Rising Blade Abuse	↓ ↘ → + K
Burning Vigor Attack	
Bloody Festival	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Bloody Nightmare	P + K (of the same strength)

AKIRA

Claiming to be the sibling of the missing gang boss Daigo, Akira infiltrated Gedo High School. Very few have heard Akira speak or would recognize her without her helmet.



Special Moves	
Gate Elbow	↓ ↘ → + P
Dancing Cyclone Kick	↓ ↘ → + K
Reflex Stance	↓ ↙ ← + P
Burning Vigor Attack	
Skull Aura	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Gang Buster	P + K (of the same strength)

GAN

Gan is one of the few who have heard Akira speak. Now this powerful bruiser has joined the search for Daigo. Could a sensitive streak be hidden under that massive form?

Special Moves	
Gun Stabbing	↓ ↘ → + P
Rough Wave Stomping	↓ ↘ → + K
Rock Smashing	→ ↓ ↘ + P
Burning Vigor Attack	
Super Gun Stabbing	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Active Volcano	P + K (of the same strength)

HIDEO

A Shimazu-style karate expert, Hideo's alter ego as a Justice High teacher has led him into some underhanded dealings. Hideo has begun to suspect certain people at school.

Special Moves	
Seihaken	↓ ↘ → + P
Jicchokuken	→ ↓ ↘ + P
Shinenkyaku	↓ ↙ ← + K
Burning Vigor Attack	
Shimazu Seihaken	↓ ↙ ← ↓ ↙ ← + P
Team Up Technique	
Shin Seihaken	P + K (of the same strength)

KYOKO

A brainy and energetic school nurse, Kyoko's training as a surgeon makes her deadly in combat. While helping Hideo, Kyoko has doubts about Justice HS.

Special Moves	
Shussekikakunin	↓ ↙ ← + P
Kaishin	↓ ↙ ← + K
Shokushin	↓ ↘ → + P then K rapidly
Burning Vigor Attack	
Final Prescription	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Rest & Relax	P + K (of the same strength)

RAIZO

This strong-willed principal dreams of controlling a vaster empire beyond that of Justice HS. Using Hideo and Kyoko, he kidnaps excellent students one after another.

Special Moves	
Yasha Guruma	↓ ↘ → + P or K
Kyoujyuu Reppa	→ ↓ ↘ + P
Sekisaiga	← ↙ ↓ ↘ → + K
Burning Vigor Attack	
Imawano-Kyoujyuu-Reppa	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Ningen-Taihou	P + K (of same strength)

AKIRA

Daigo's sister is a masterful motorcyclist . . . until she removes her helmet. Then shyness takes over. Riding and practicing the Chinese martial art Taikyoku-ken absorb all her time.

Special Moves	
Gate Elbow	↓ ↘ → + P
Dancing Cyclone Kick	↓ ↘ → + K
Reflex Stance	↓ ↙ ← + P
Burning Vigor Attack	
Skull Aura	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Neo Synchronous Attack	P + K (of same strength)

HYO

The fierce, half-insane student body president brainwashes the teachers and rules the school. His cruel, aggressive personality plants fear in whomever he meets.

Special Moves	
Ichimonji Giri	↓ ↘ → + P
Jyumonji Giri	↓ ↘ → + P then P
Ial Giri	↓ ↙ ← + P
Burning Vigor Attack	
Ankoku Genei-Shuu	↓ ↙ ← ↓ ↙ ← + K
Team Up Technique	
Zankoku-Zan	P + K (of the same strength)

SAKURA

Sakura joined her close friends Hinata and Natsu in order to defeat the kidnappers. But can she fight? That remains to be seen.

Special Moves	
Hadoken	↓ ↘ → + P
Tengyou-Hadoken	↓ ↙ ← + P
Shouou-Ken	→ ↓ ↘ + P
Burning Vigor Attack	
Haruichiban	↓ ↙ ← ↓ ↙ ← + K
Team Up Technique	
Shungokusutsu	P + K (of the same strength)

DAIGO

The gang leader at Gedo HS who never fights dirty. While investigating the disappearances at Justice HS, Daigo himself vanished!

Special Moves	
Phoenix Fist	↓ ↘ → + P
Skull Aura	↓ ↘ → + P (in the air)
Phoenix Kick	↓ ↘ → + K
Burning Vigor Attack	
Phoenix Fury	↓ ↘ → ↓ ↘ → + P
Team Up Technique	
Super Parry	P + K (of the same strength)

HAYATO

A red-blooded physical education teacher at Taiyo HS who is secretly helping his students. Hayato makes his own justice with his bamboo sword.

Special Moves	
Scolding Slash	↓ ↘ → + P
Counter Thrust	↓ ↙ ← + P
Devastation Kick	→ ↓ ↘ + K
Burning Vigor Attack	
Super Counter Thrust	↓ ↙ ← ↓ ↙ ← + P
Team Up Technique	
Sphere of Confidence	P + K (of the same strength)

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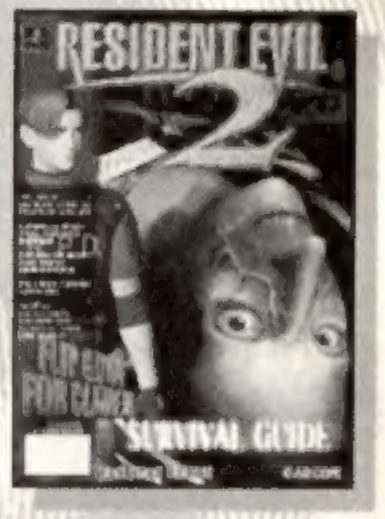

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